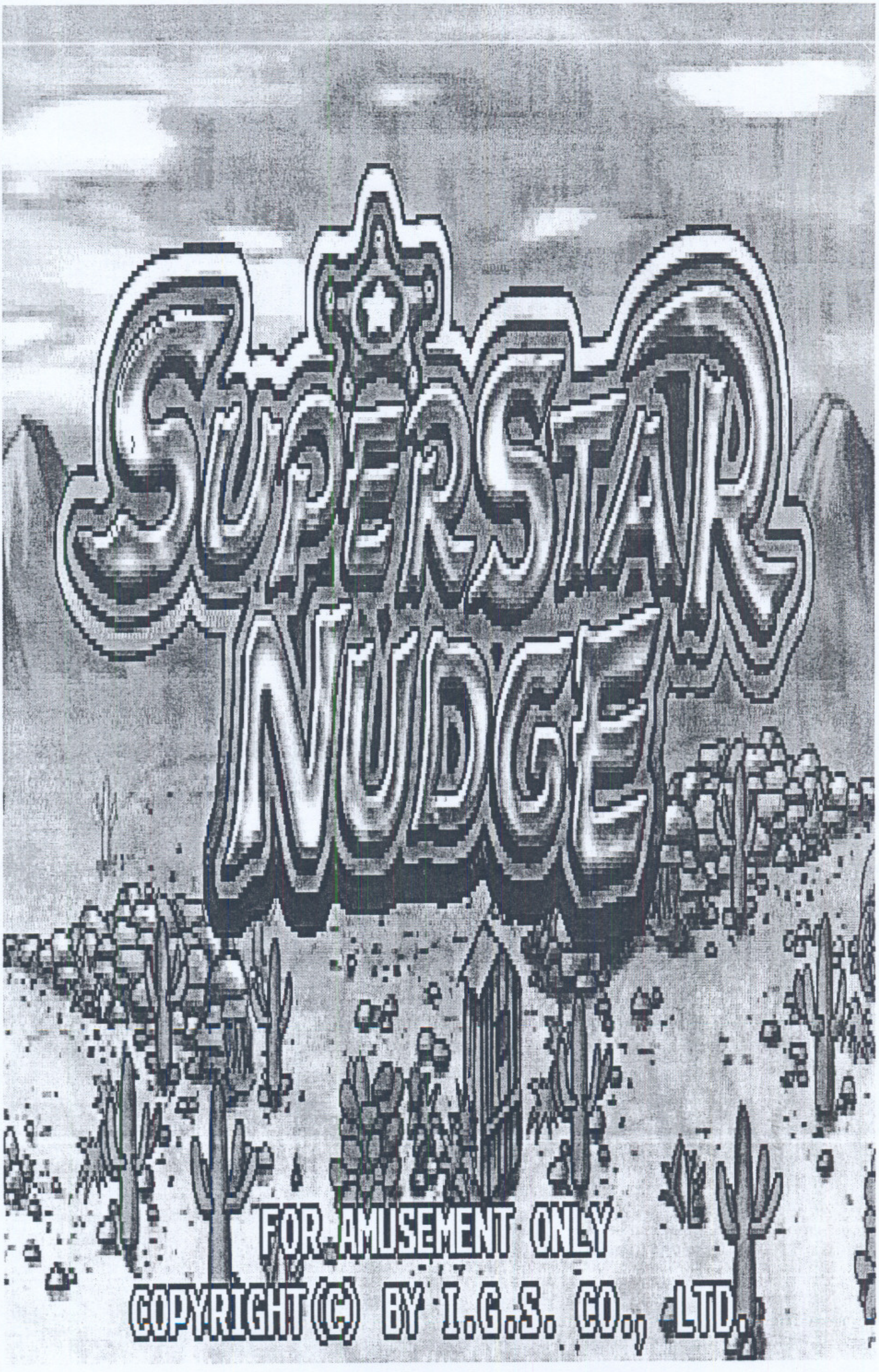

SUPERSTAR NUDGE
FOR AMUSEMENT ONLY
COPYRIGHT(C) BY I.G.S. CO., LTD.

CONTENT

CONNECTIONION DIAGRAM
(36 & 10 pins)

36 Pins		
PARTS SIDE		SOLDER SIDE
VIDEO RED	1	VIDEO GREEN
VIDEO BLUE	2	VIDEO SYNC
SPEAKER	3	VIDEO GND
	4	
	5	
	6	
TICKET OUT	7	
TICKET SWITCH	8	
START/ ALL STOP / TAKE / KEEP	9	
ODDS TABLE / STOP3	10	
PLAY / STOP 5	11	
TAKE / STOP 4	12	
SELECT GAME / STOP 2	13	
	14	
	15	
STOP 1	16	
	17	
COIN A	18	KEY IN
	19	COIN C
BOOK	20	TEST
	21	KEY OUT/PRINTER PRINT
	22	
COIN A METER	23	
KEY IN METER	24	
	25	
COIN IN C METER	26	
OUT METER	27	
	28	
LAMP: ALL STOP/START/KEEP	29	
LAMP: ODDS TABLE / STOP 3	30	
LAMP: PLAY/STOP 5	31	LAMP: COUNT
LAMP: TAKE / STOP 4	32	
LAMP: SELECT/STOP 2	33	
LAMP: STOP1	34	
	35	
GND	36	GND

10 Pins		
PARTS SIDE		SOLDER SIDE
GND	1	GND
GND	2	GND
+5V	3	+5V
+5V	4	+5V
+12V	5	+12V
	6	
TICKET SSR	7	
	8	
	9	
GND	10	GND

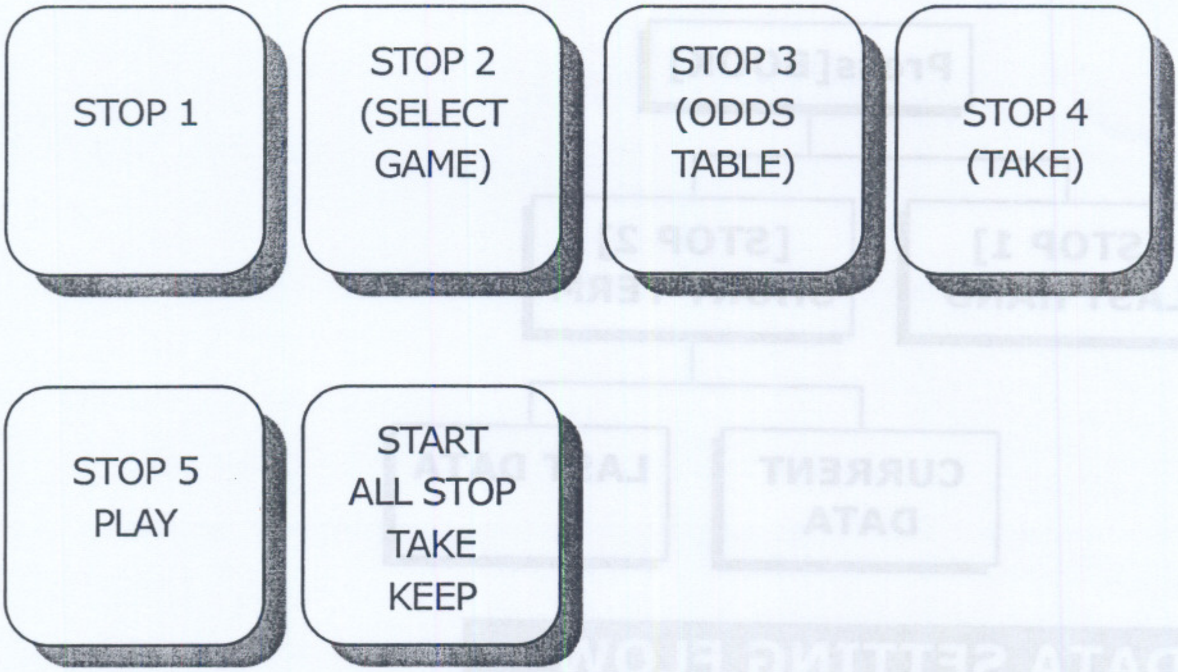
DIP SWITCH SETTING

DIP SWITCH 1		1	2	3	4	5	6	7	8
DEMO MUSIC	YES	OFF							
	NO	ON							
NON STOP	NO		OFF						
	YES		ON						
PASSWORD	NO			OFF					
	YES			ON					
ODDS TABLE	NO				OFF				
	YES				ON				
SCORE BOX	NO					OFF	OFF		
	YES					ON	OFF		
	10X					OFF	ON		
	10X					ON	ON		
PLAY SCORE	NO							OFF	
	YES							ON	
AUTO TAKE	NO								OFF
	YES								ON

DIP SWITCH 2		1	2	3	4	5	6	7	8
HAND COUNT	NO	OFF							
	YES	ON							
AUTO TICKET	NO				OFF				
	YES				ON				

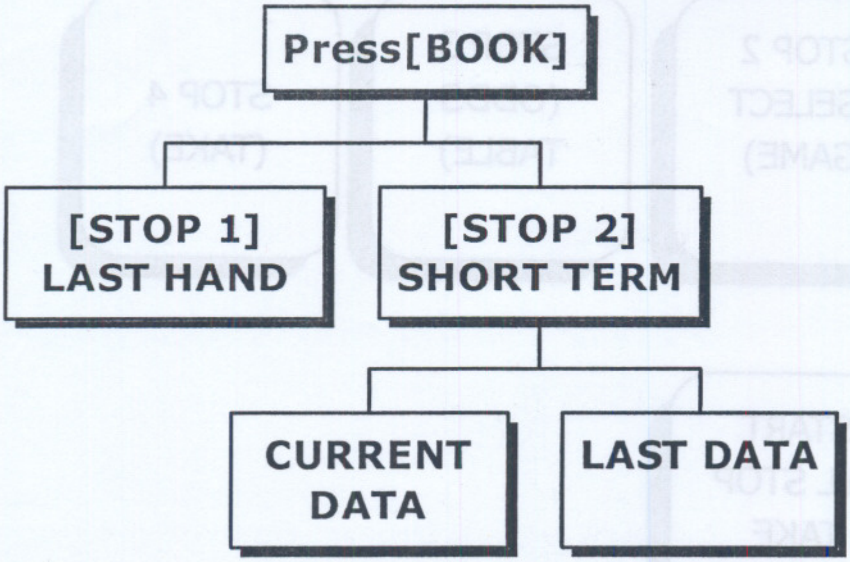
【REMARK】Default Password of System Setup: [START] × 8

36 & 10 PIN BUTTON LAYOUT

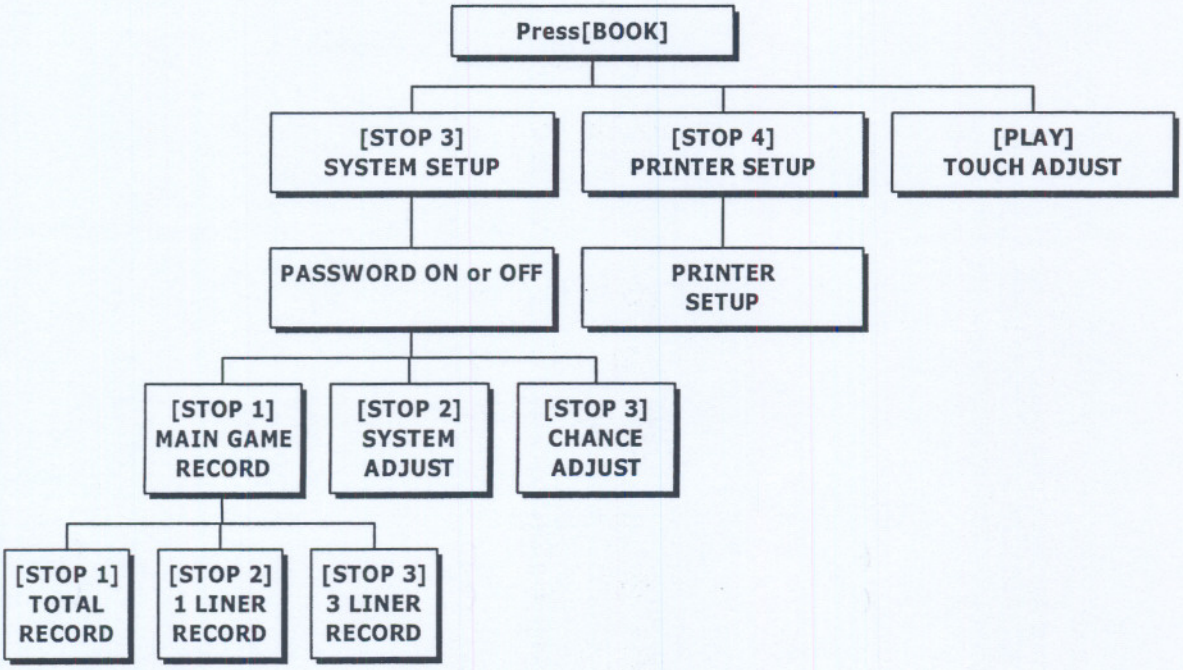


BOOKKEEPING & ADJUSTMENT

BOOKKEEPING FLOW



DATA SETTING FLOW



ON-SCREEN SYSTEM SETTING

SYSTEM SETUP

Press [BOOK]→[STOP 3]→[STOP 2] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAX. PLAY	20, 25, 40, 50, 80, 100	80
MIN. PLAY	1, 5, 8, 10, 16, 20, 25	10
SYSTEM LIMIT	NO, YES (X3000)	NO
COIN RATE	1, 2, 3, 4, 5, 10, 15, 20, 25, 30, 40, 50, 60, 75, 80, 100, 200, 250, 400,500, 1000	20
KEY IN RATE		100
KEY OUT RATE		1
TICKET RATE		20
GAME TICKET	1, 2, 3, 4, 5, 8, 10,CONTINUE	CONTINUE
TICKET OUT INTERFACE	PRINTER DIRECT / DISPENSER DIRECT / ATTENDANT	DISPENSER DIRECT
PRINTER COMMAND	CBM1、ESC / POS、STAR	CBM1
JACKPOT BASE	500, 1000, 2000, 3000,5000, 8000, 10000, 12000, 15000, 20000	5000
MAX JACKPOT	2000, 3000, 5000, 10000, 15000, 20000, 25000, 30000, 40000, 50000	30000

REMARK:

1. Printer only can be used by one machine driven by RS232.
2. The interface board of ticket dispenser can be driven by connecting with 7th pin on the Part Side of 10 pins (on 36 & 10 pins diagram), refer to page 1.

CHANCE ADJUSTMENT

Press [BOOK]→ [STOP 3]→[STOP 3] to select the following items.

CONTENT	SETTING SELECTION	DEFAULT
MAIN GAME RATE Total Points Won Total Points Played	LEVEL 1 (easiest), LEVEL 2, LEVEL 3, LEVEL 4, LEVEL 5, LEVEL 6 (hardest)	LEVEL 5

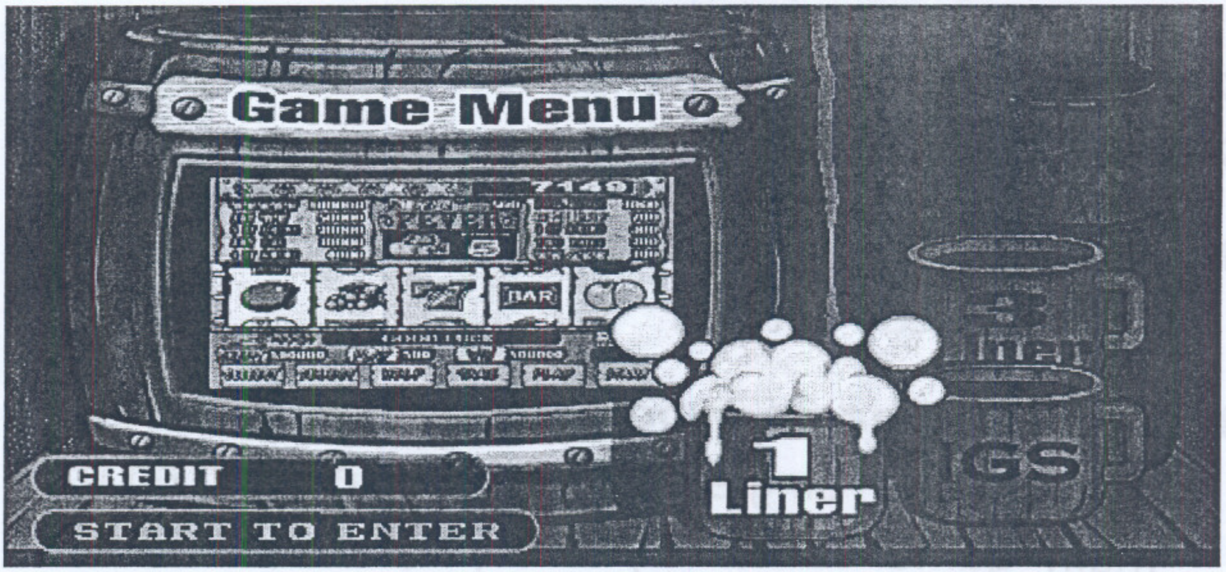
MAIN FEATURES OF SUPERSTAR NUDGE

Superstar Nudge is composed of two games: 5-reel & 1-liner and 5-reel & 3-liner.

- **Progressive Jackpot:** Min & Max Jackpot can be set on screen setting.
- **1/3-liner game type selected by individual player:** Each single game can be selected on the main game screen by the player by pressing [STOP 2] "Select Game" botton.
- **Pop-up Odds Table:** For a 3-liner game, players select a Symbol to display the Odds Table so that players can have a better idea about the game and check their prize.
- **Skill Nudge Mode:** During a game, players can select a reel and move it up or down. The process is full of strategic thinking and great entertainment.
- **Original Manufacturer Default:** IGS has focused on worldwide market to develop special default for assurance that operator has the best income with SuperStar Nudge!

HOW TO PLAY

MAIN GAME DESCRPTION



Main Game Entrance

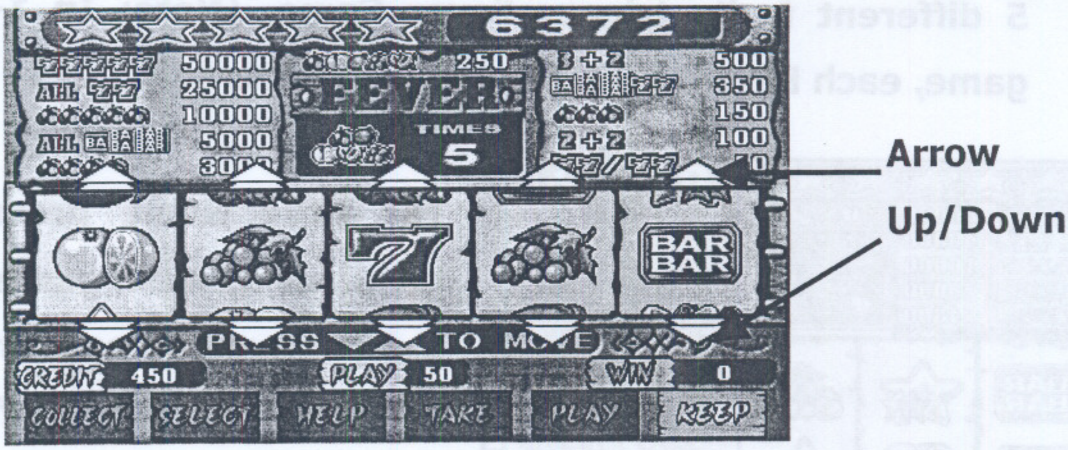
- **Player can select 1, 3-liner game to play. Press [STOP 2] to select game, and [START] to decide which game to play.**
- **The game selection can be chosen on individual main game screen.**

1-LINER GAME DESCRPTION



Main Screen of 1-liner

- This 1-liner game play is similar to Poker.
- Nudge: When the first spin stops, players can touch and select the up/down arrow on the reel to move one symbol forward or backward. Otherwise, players may touch the "KEEP" to do nothing.



- Regular 5 reels & 1-liner style, the picture is shown as following:





The higher playing credits trigger higher numbers of Fever Times and Jackpot.

- When Coin Rate ＞ 20 Playing 40% of Max Play (set on screen setting) will increase the odds of



from 40 to 60 times.

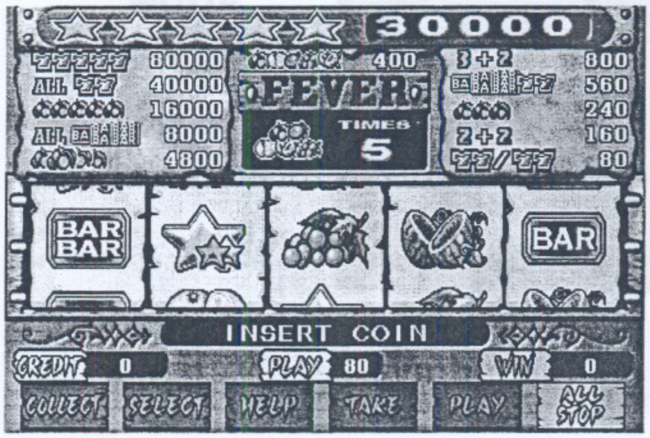


5 Stars line-up can win the

progressive Jackpot.

- When "WILD" symbol appears on the reel, the total win can be the line-up win multiplied by 2 or 4 or 8.

- 5 different fruits trigger Fever Game. (Note: In 1-liner game, each Fever game play will deduct credits.)



The "Fever Game" process is the same as main game. 1 fruit symbol appears on the reels win 1 time of win, 2 fruits win 2 times of win and so on.

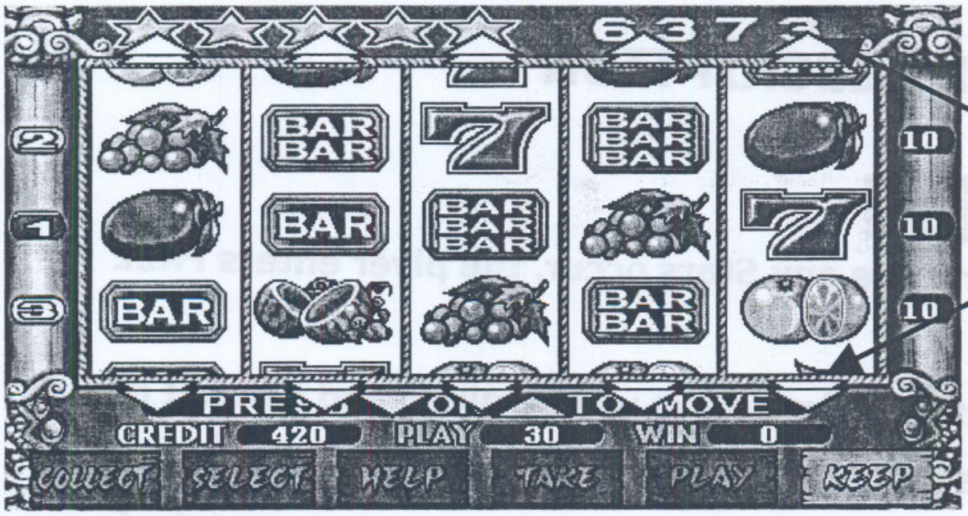
3-LINER GAME DESCRPTION

◆ **Two-way payment of each winning line-up**



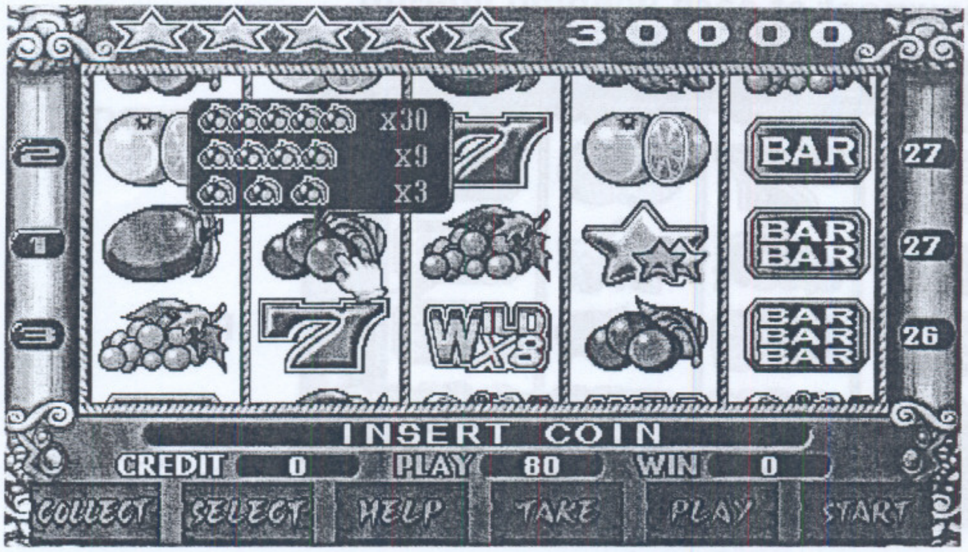
Main Screen of 3-liner

◆ **Nudge: When the first spin stops, players can touch and select the up/down arrow on the reel to move one symbol forward or backward. Otherwise, players may touch the "KEEP" to do nothing.**



Main Screen of 3-liner

◆ **As long as players select a symbol on the screen, the Odds Table of the symbol will display on the screen for player's reference.**



◆ **The higher playing credits trigger higher numbers of Fever Times and Jackpot.**



5 Stars line-up can win the progressive jackpot.

FREE GAME DESCRIPTION



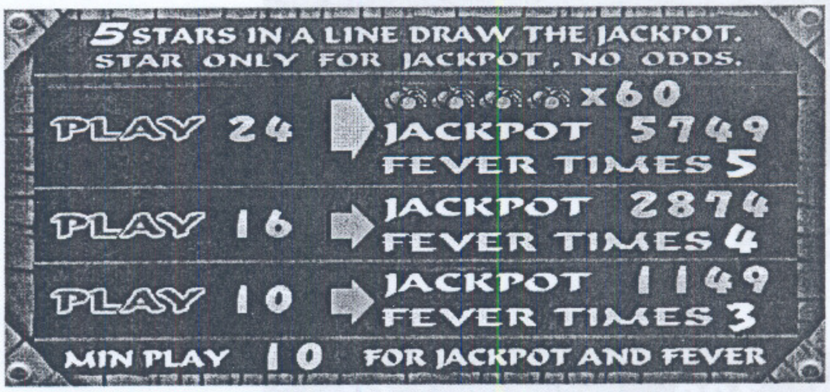
Whenever 3 or more any Stars occur, the plyer enters FREE GAME.

◆ **Couple times of free plays will be given and will not deduct any of the credit.**

◆ **When "WILD" symbol appears on the reel, the total win can be the line-up win multiplied by 2 or 4 or 8.**

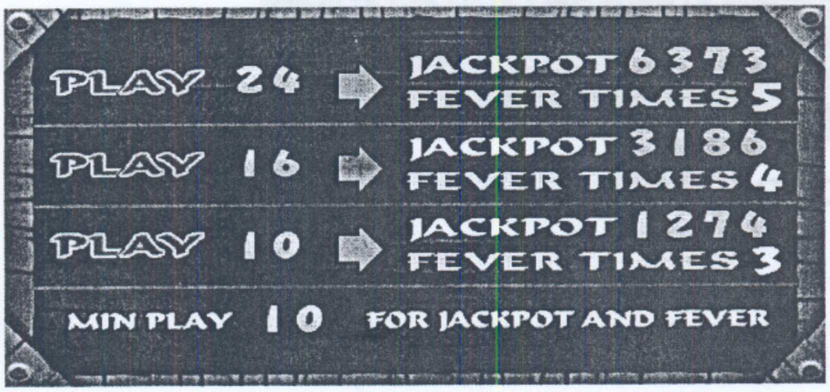
ODDS TABLE

- **1-liner:**

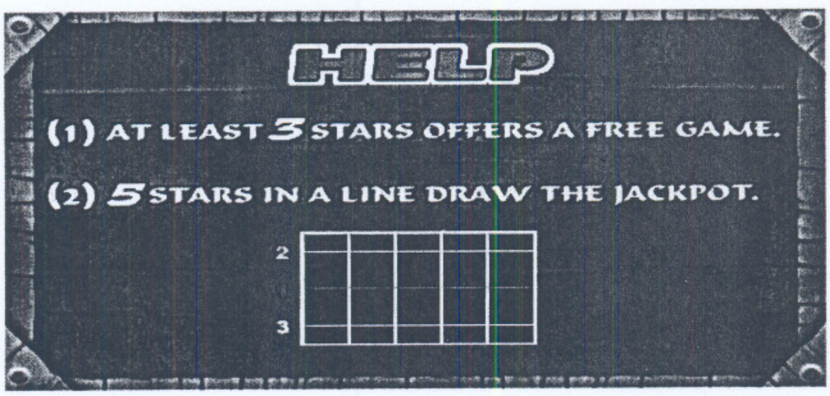


Jackpot & Fever Rule Description

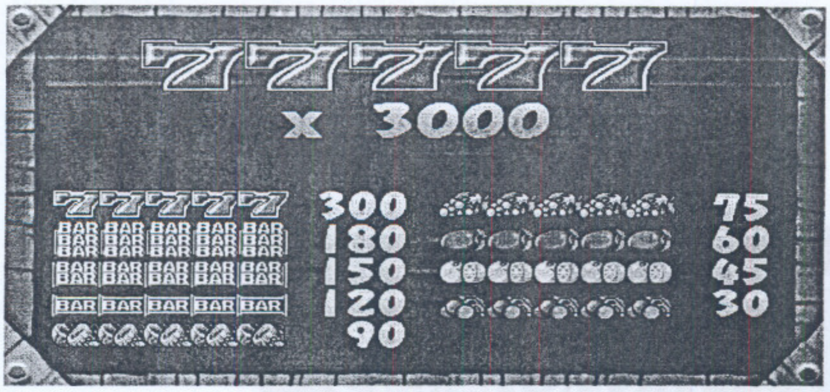
- **3-liner:**



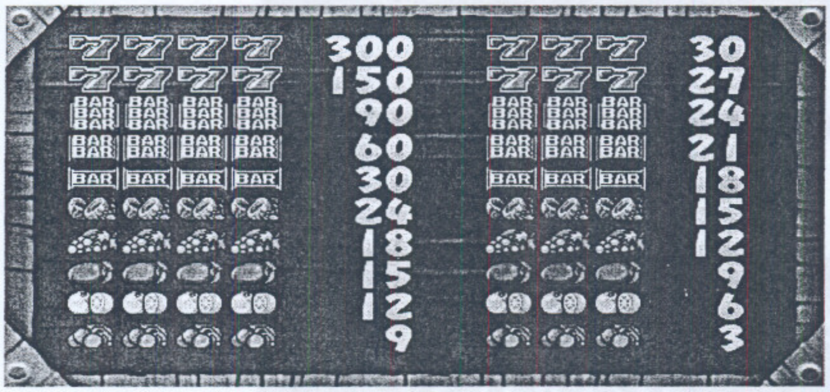
Jackpot & Fever Rule Description



Line-up Rule Description



ODDS TABLE-1



ODDS TABLE-2